

ASSASSINNPC's

ROLL ME A TRADITION



5E COMPENDIUM

HOW DID THIS TRADITION GET STARTED? I'LL TELL YOU.

ASSASSINNPC

ROLL ME A TRADITION

**“ROLL ME A TRADITION” IS A 5E BOOK THAT HELPS
HELPS YOU BUILD TRADITIONS SO STRONG, THAT
YOU’LL BE ABLE TO COUNTER ANY THREAT,
EVEN THAT FIDDLER ON THE ROOF!**



All visuals and literature are created by Assassin NPC unless otherwise stated. Legal stuff legal stuff legal stuff. More legal stuff. Pretend there's ultra secret and important legal stuff here.

Honestly I just want you to have fun with your friends :) go nuts, you legend!

Table of Contents

Introduction	1
Ch 1. Problem	2
Subject 1 Problem	2
Verb Problem	3
Subject 2 Problem	4
Ch 2. Action	6
Subject 1 Action	6
Verb Action	7
Subject 2 Action	8
Ch 3. Result	10
Ch 4. Today	11
Time	11
Keepers	11
Activity	12
Conclusion	13
<i>(Extended Version)</i>	14
Ch 5. Power	15
Problem	15
Result	15
"True" Power	16
Ch 6. Sayer	17
Physical	18
Emotive	19
Ch 7. Motive	20
Emotions	20
Reason	21
<i>(End of Extended Version)</i>	
Acknowledgements	22
Lite Bank	23
Appendix	24
Legal	26

A note from your author...

We all have fears.

For you, it may be failing your next midterm exam.

For someone a thousand years ago, it may have been that drought would kill their crops, making their family starve to death.

But in order to prevent your fear from taking place, there's things you can do!

If you want to pass your midterm exam, you could try to study the night before.

Or if you want the sky to sprinkle rain on your crops, perhaps you could do a rain dance on your fields each Spring!

If you study hard, and you get 100% on your exam, you might try that same strategy again next year!

And if you dance really hard, and then the rain falls on your crops, then you might try that again next Spring too!

All traditions were at one point believed to have solved a wicked problem.

Some traditions are kept to remember the problem they solved centuries ago.

Other traditions are kept to keep the problem from ever happening again.

Some traditions are divinely inspired for our benefit.

Other traditions are used to manipulate and extort others.

What traditions will you pass down your family line?

Will they be good, or evil?

Enjoy the book,

Sincerely,

Your Assassin NPC



**“...w'zäkhar'Tä
et-y'hwäh
éloheykhä...”
- Mosheh**

Chapter 1. Problem

Our tradition begins with a problem! What was the issue your tradition once solved?

Our problem will sound like this:
" The [Subject 1] [Verb] [Subject 2]."

Use the tables in this chapter to fill in the blanks to create your problem!

Subject 1 Problem

1d20	Subject 1 (Problem)
1	<i>Aboleth</i>
2	<i>Angel</i>
3	<i>Celestial</i>
4	<i>Deity</i>
5	<i>Demon</i>
6	<i>Dinosaur</i>
7	<i>Djinni</i>
8	<i>Dragon</i>
9	<i>Elemental</i>
10	<i>Fiend</i>
11	<i>Giant</i>
12	<i>Golem</i>
13	<i>Hag</i>
14	<i>Kraken</i>
15	<i>Medusa</i>
16	<i>Oni</i>
17	<i>Sphinx</i>
18	<i>Troll</i>
19	<i>Vampire</i>
20	<i>Werewolf</i>



Verb Problem

Next, let's roll a verb for your problem!

1d100	Verb (Problem)				
1	Accommodated	33	Followed	67	Provoked
2	Accompanied	34	Freed	68	Purchased
3	Advertised	35	Frightened	69	Questioned
4	Antagonized	36	Gathered	70	Raided
5	Attracted	37	Guarded	71	Rallied
6	Avoided	38	Guided	72	Removed
7	Awarded	39	Harvested	73	Restored
8	Blocked	40	Healed	74	Rewarded
9	Brainstormed	41	Hid	75	Scattered
10	Burned	42	Hired	76	Sold
11	Buried	43	Hunted	77	Served
12	Bought	44	Impressed	78	Shot
13	Calmed	45	Informed	79	Silenced
14	Changed	46	Interrupted	80	Smuggled
15	Cheated	47	Investigated	81	Strengthened
16	Confused	48	Isolated	82	Took
17	Contained	49	Judged	83	Taxed
18	Covered	50	Kept	84	Tempted
19	Deceived	51	Killed	85	Tipped
20	Decorated	52	Liberated	86	Traced
21	Deescalated	53	Loaded	87	Trained
22	Defended	54	Located	88	Translated
23	Destroyed	55	Loosed	89	Transported
24	Divided	56	Manufactured	90	Trapped
25	Drove	57	Motivated	91	Undermined
26	Drowned	58	Moved	92	Understood
27	Entertained	59	Named	93	United
28	Escaped	60	Negotiated	94	Urged
29	Examined	61	Occupied	95	Validated
30	Fed	62	Opposed	96	Vilified
31	Fought	63	Organized	97	Vindicated
32	Found	64	Persuaded	98	Warned
		65	Possessed	99	Warned
		66	Preserved	100	Zombified

Subject 2 Problem

Finally, let's roll your second subject!

1d100	Subject 2 (Problem)				
1	Apples	33	Candlemaker	67	Kobolds
2	Booze	34	Carpenter	68	Orcs
3	Caskets	35	Cook	69	Shifters
4	Dungheap	36	Farmer	70	Tabaxi
5	Eggs	37	Fisherman	71	Tieflings
6	Flames	38	Granny	72	Tortles
7	Flowers	39	Lockmaker	73	Triton
8	Gold	40	Mason	74	Warforged
9	Hats	41	Miller	75	Yuan-Ti
10	Ivory	42	Minstrel	76	Bridge
11	Ink	43	Scientist	77	Creek
12	Jello	44	Tanner	78	Dungeon
13	Knives	45	Tax Collector	79	Fields
14	Light	46	Thatcher	80	Forest
15	Morningstar	47	Watchman	81	Fortress
16	Nectar	48	Weaver	82	Fountain
17	Pans	49	Wheelmaker	83	Gardens
18	Robes	50	Winemaker	84	Gorge
19	Seeds	51	Bugbears	85	Harbor
20	Spatulas	52	Centaurs	86	Highway
21	Trees	53	Changelings	87	Hill
22	Umbrellas	54	Dragonborn	88	Island
23	Vases	55	Dryads	89	Lake
24	Water	56	Duergars	90	Mountain
25	Yacht	57	Dwarves	91	Palace
26	Armorer	58	Elves	92	Park
27	Artist	59	Fairies	93	Quarry
28	Baker	60	Firbolgs	94	Ravine
29	Barrister	61	Gnomes	95	River
30	Belt Maker	62	Goblins	96	Streets
31	Butcher	63	Goliaths	97	Theater
32	Blacksmith	64	Halflings	98	Undercity
		65	Hobgoblins	99	Valley
		66	Kenkus	100	Walls

For my problem, I rolled a 9 (Elemental), 32, (Found), and 72 (Turtles),

So I'm going to expand "The Elemental Found Turtles," to...

"The turtles hid from the fire elementals, but they were found, and many burned."

Take your three words, and turn them into a short sentence describing your problem as seen in the example above. Then write it down in your template.



Chapter 2. Action

It looks like the fire elementals are burning the turtles! Don't just stand there, do something! Maybe... throw water on them?

Your action will look something like this: "The [Subject 1] [Verb] [Subject 2]" Subject 1 will be our hero. You can roll a new subject 1 and 2 if you like, or you can use the subjects you rolled in the last chapter.

1d100	Subject 1 (Action)				
1	Aarakocra	33	Gnome	67	Naga
2	Aasimar	34	Goblin	68	Nymph
3	Aetherborn	35	Goliath	69	Orc
4	Astral Elf	36	Gryphon	70	Owlin
5	Autognome	37	Grung	71	Phoenix
6	Aven	38	Hadozee	72	Pixie
7	Banshee	39	Half-Elf	73	Plasmoid
8	Basilisk	40	Half-Orc	74	Rakshasa
9	Brownie	41	Halfling	75	Reborn
10	Bugbear	42	Harengon	76	Roc
11	Centaur	43	Harpy	77	Satyr
12	Changeling	44	Hexblood	78	Sea Elf
13	Chimera	45	Hobgoblin	79	Selkie
14	Cyclops	46	Human	80	Shadar-Kai
15	Dhamphir	47	Hydra	81	Shifter
16	Djinni	48	Imp	82	Siren
17	Dragonborn	49	Kenku	83	Simic Hybrid
18	Dryad	50	Kender	84	Sphinx
19	Duergar	51	Khenra	85	Sprite
20	Dwarf	52	Kitsune	86	Tabaxi
21	Eladrin	53	Kobold	87	Tengu
22	Elf	54	Kor	88	Thri-kreen
23	Fairy	55	Kraken	89	Tiefling
24	Firbolg	56	Kappa	90	Tortle
25	Gargoyle	57	Lamia	91	Triton
26	Genasi (Air)	58	Leonin	92	Unicorn
27	Genasi (Earth)	59	Lizardfolk	93	Valkyrie
28	Genasi (Fire)	60	Locathah	94	Vampire
29	Genasi (Water)	61	Loxodon	95	Vedalken
30	Giff	62	Manticore	96	Verdan
31	Githyanki	63	Medusa	97	Warforged
32	Githzerai	64	Merfolk	98	Wendigo
		65	Minokawa	99	Yeti
		66	Minotaur	100	Yuan-Ti

Verb Action

Now let's roll up a verb for our action!

1d100	Verb (Action)				
1	Accommodated	33	Followed	67	Provoked
2	Accompanied	34	Freed	68	Purchased
3	Advertised	35	Frightened	69	Questioned
4	Antagonized	36	Gathered	70	Raided
5	Attracted	37	Guarded	71	Rallied
6	Avoided	38	Guided	72	Removed
7	Awarded	39	Harvested	73	Restored
8	Blocked	40	Healed	74	Rewarded
9	Brainstormed	41	Hid	75	Scattered
10	Burned	42	Hired	76	Sold
11	Buried	43	Hunted	77	Served
12	Bought	44	Impressed	78	Shot
13	Calmed	45	Informed	79	Silenced
14	Changed	46	Interrupted	80	Smuggled
15	Cheated	47	Investigated	81	Strengthened
16	Confused	48	Isolated	82	Took
17	Contained	49	Judged	83	Taxed
18	Covered	50	Kept	84	Tempted
19	Deceived	51	Killed	85	Tipped
20	Decorated	52	Liberated	86	Traced
21	Deescalated	53	Loaded	87	Trained
22	Defended	54	Located	88	Translated
23	Destroyed	55	Loosed	89	Transported
24	Divided	56	Manufactured	90	Trapped
25	Drove	57	Motivated	91	Undermined
26	Drowned	58	Moved	92	Understood
27	Entertained	59	Named	93	United
28	Escaped	60	Negotiated	94	Urged
29	Examined	61	Occupied	95	Validated
30	Fed	62	Opposed	96	Vilified
31	Fought	63	Organized	97	Vindicated
32	Found	64	Persuaded	98	Warned
		65	Possessed	99	Warned
		66	Preserved	100	Zombified

Subject 2 Action

Now let's find out what the hero is doing the action TO!

1d100	Subject 2 (Action)
1	<i>Apples</i>
2	<i>Booze</i>
3	<i>Caskets</i>
4	<i>Dungheap</i>
5	<i>Eggs</i>
6	<i>Flames</i>
7	<i>Flowers</i>
8	<i>Gold</i>
9	<i>Hats</i>
10	<i>Ivory</i>
11	<i>Ink</i>
12	<i>Jello</i>
13	<i>Knives</i>
14	<i>Light</i>
15	<i>Morningstar</i>
16	<i>Nectar</i>
17	<i>Pans</i>
18	<i>Robes</i>
19	<i>Seeds</i>
20	<i>Spatulas</i>
21	<i>Trees</i>
22	<i>Umbrellas</i>
23	<i>Vases</i>
24	<i>Water</i>
25	<i>Yacht</i>
26	<i>Armorer</i>
27	<i>Artist</i>
28	<i>Baker</i>
29	<i>Barrister</i>
30	<i>Belt Maker</i>
31	<i>Butcher</i>
32	<i>Blacksmith</i>

33	<i>Candlemaker</i>
34	<i>Carpenter</i>
35	<i>Cook</i>
36	<i>Farmer</i>
37	<i>Fisherman</i>
38	<i>Granny</i>
39	<i>Lockmaker</i>
40	<i>Mason</i>
41	<i>Miller</i>
42	<i>Minstrel</i>
43	<i>Scientist</i>
44	<i>Tanner</i>
45	<i>Tax Collector</i>
46	<i>Thatcher</i>
47	<i>Watchman</i>
48	<i>Weaver</i>
49	<i>Wheelmaker</i>
50	<i>Winemaker</i>
51	<i>Bugbears</i>
52	<i>Centaur</i>
53	<i>Changelings</i>
54	<i>Dragonborn</i>
55	<i>Dryads</i>
56	<i>Duergars</i>
57	<i>Dwarves</i>
58	<i>Elves</i>
59	<i>Fairies</i>
60	<i>Firbolgs</i>
61	<i>Gnomes</i>
62	<i>Goblins</i>
63	<i>Goliaths</i>
64	<i>Halflings</i>
65	<i>Hobgoblins</i>
66	<i>Kenkus</i>

67	<i>Kobolds</i>
68	<i>Orcs</i>
69	<i>Shifters</i>
70	<i>Tabaxi</i>
71	<i>Tieflings</i>
72	<i>Turtles</i>
73	<i>Triton</i>
74	<i>Warforged</i>
75	<i>Yuan-Ti</i>
76	<i>Bridge</i>
77	<i>Creek</i>
78	<i>Dungeon</i>
79	<i>Fields</i>
80	<i>Forest</i>
81	<i>Fortress</i>
82	<i>Fountain</i>
83	<i>Gardens</i>
84	<i>Gorge</i>
85	<i>Harbor</i>
86	<i>Highway</i>
87	<i>Hill</i>
88	<i>Island</i>
89	<i>Lake</i>
90	<i>Mountain</i>
91	<i>Palace</i>
92	<i>Park</i>
93	<i>Quarry</i>
94	<i>Ravine</i>
95	<i>River</i>
96	<i>Streets</i>
97	<i>Theater</i>
98	<i>Undercity</i>
99	<i>Valley</i>
100	<i>Walls</i>

I'm going to reroll my first subject, but keep my second one as "elementals." Remember, they're more like "guidelines."

So for my action, I rolled a 17 (Dragonborn), 76 (Sold), the Elementals.

So I'm going to expand, "The Dragonborn Sold the Elementals," to...

"The dragonborn sells himself as a "god of fire" to the elementals."

Now, take your three words and turn them into a short sentence describing your problem as shown above. Then write it down in your template.

"Remember, they're more like 'guidelines'..."



Chapter 3. Result

So now that we have all the parts, it's time to learn the result!

We have the problem:

"The turtles were hiding from the fire elementals, but they were found, and many burned."

We have the action:

"So a dragonborn tried to sell himself as a 'god of fire' to the elementals."

But did the dragonborn succeed, or fail?

Great question!

Let's decide by rolling a 1d6 from the table below...

1d6	Success, or fail?
1-4	Fail...
5-6	Success!

If your action failed, then go back to the previous chapter and roll up a new "action sentence," and check for success again! Keep rolling new actions until one succeeds.

If your action fails a lot, it will sound like this...



"The dragonborn tried to sell himself as the 'god of fire,' but the plan backfired as the elementals thought that burning the turtles was doing their 'god' a favour! So then, the... (next action), but that didn't work either, so then the (another action, etc.) ... until finally, (final action) and the turtles were saved!"

Write down your epic story from start to finish on your template, combining the actions you rolled if applicable..

Chapter 4. Today

Now that we have your tradition's "story", it's time to take a look at how your tradition is kept today! But first, how long has it been since the tradition was formed?

Time

1d12	Time in years...
1	3
2	12
3	31
4	56
5	102
6	183
7	330
8	595
9	1071
10	1928
11	3470
12	6246

Now that we know how old our tradition is, let's figure out how it's kept!

First, does everyone keep the tradition, or only a small few?

Keepers

1d4	Tradition keepers...
1-2	Everyone keeps the tradition
3-4	A select group keeps the tradition

Perhaps only the mothers keep the tradition, or maybe only the religious priests, or maybe the warriors in your culture. If you rolled a 3-4, write down a unique demographic that keeps your tradition. See another example at the end of this chapter.

Now that we know how long it's been and who keeps your tradition, let's find out how your tradition is kept! Use a word from the following table as an idea, then let's turn it into an activity!

I rolled a 5 (102 years ago), a 3 (select groups keep the tradition), and a 36 (fly) for my tradition activity.

Using these words as my prompt, I've decided that turtle mothers help their children light red "fire lanterns," which fly away into the night sky once per year to honour the memory of the dragonborn who saved their people from the fire elementals.

Using your prompt, turn it into a short sentence describing your tradition like the one shown above. Then write it down in your template.



Activity

Roll below for an activity idea for your tradition!

1d100	Activity Idea				
1	<i>Admire</i>	34	<i>Fish</i>	68	<i>Reconnect</i>
2	<i>Ascent</i>	35	<i>Float</i>	69	<i>Reflection</i>
3	<i>Assemble</i>	36	<i>Fly</i>	70	<i>Revolve</i>
4	<i>Bake</i>	37	<i>Frisbee</i>	71	<i>Ride</i>
5	<i>Balance</i>	38	<i>Gaze</i>	72	<i>Roam</i>
6	<i>Bonfire</i>	39	<i>Graffiti</i>	73	<i>Roast</i>
7	<i>Build</i>	40	<i>Grill</i>	74	<i>Row</i>
8	<i>Camp</i>	41	<i>Harvest</i>	75	<i>Savor</i>
9	<i>Canoe</i>	42	<i>Hike</i>	76	<i>Sculpt</i>
10	<i>Capture</i>	43	<i>Hoop</i>	77	<i>Serenade</i>
11	<i>Charades</i>	44	<i>Horseshoe</i>	78	<i>Serve</i>
12	<i>Chant</i>	45	<i>Hurdle</i>	79	<i>Share</i>
13	<i>Cheers</i>	46	<i>Imagination</i>	80	<i>Shop</i>
14	<i>Chill</i>	47	<i>Immersion</i>	81	<i>Sing</i>
15	<i>Climb</i>	48	<i>Juggle</i>	82	<i>Sketch</i>
16	<i>Collaborate</i>	49	<i>Jump</i>	83	<i>Slide</i>
17	<i>Color</i>	50	<i>Laugh</i>	84	<i>Smile</i>
18	<i>Compete</i>	51	<i>Leap</i>	85	<i>Snorkel</i>
19	<i>Contribute</i>	52	<i>Lounge</i>	86	<i>Spelunk</i>
20	<i>Contemplate</i>	53	<i>Marvel</i>	87	<i>Swim</i>
21	<i>Craft</i>	54	<i>Meditate</i>	88	<i>Tightrope</i>
22	<i>Cruise</i>	55	<i>Medley</i>	89	<i>Till</i>
23	<i>Dance</i>	56	<i>Mime</i>	90	<i>Tread</i>
24	<i>Decorate</i>	57	<i>Observe</i>	91	<i>Treasure-hunt</i>
25	<i>Discover</i>	58	<i>Origami</i>	92	<i>Tumble</i>
26	<i>Dive</i>	59	<i>Paint</i>	93	<i>Unwind</i>
27	<i>Doodle</i>	60	<i>Paddle</i>	94	<i>Vocalize</i>
28	<i>Dream</i>	61	<i>Parade</i>	95	<i>Volunteer</i>
29	<i>Drink</i>	62	<i>Picnic</i>	96	<i>Wander</i>
30	<i>Eat</i>	63	<i>Pilates</i>	97	<i>Watch</i>
31	<i>Embark</i>	64	<i>Plant</i>	98	<i>Wrestle</i>
32	<i>Embrace</i>	65	<i>Play</i>	99	<i>Write</i>
33	<i>Feast</i>	66	<i>Puzzle</i>	100	<i>Yell</i>
		67	<i>Read</i>		

Conclusion

You now have your tradition! But many more awaits you within the pages of this book!

If you would like to unlock all my 1,000+ pages of 5E content, including the extended version of this book, consider supporting me on Patreon where you will find dozens of my books, just like this one.

I wish you all the best, and I hope you have an amazing life :)

Warmly,

Your Assassin NPC



EXTENDED VERSION



EXTENDED
VERSION





**EXTENDED
VERSION**



EXTENDED
VERSION





**EXTENDED
VERSION**



**EXTENDED
VERSION**



EXTENDED
VERSION



**EXTENDED
VERSION**

Acknowledgements

My Incredible Patrons

I would like to thank all of my incredible patrons! The Good ones, the Great ones, The Bright ones, the Brilliant ones, and the Magnificent ones! Your generous contributions help keep this content coming, and I want to thank you very much for your support. I want to especially thank those who supported my work before this compendium was released. You believed in me and my work before I became popular, and I will never forget that. Thank you, from the bottom of my heart.

My Instagram Community

I am delighted to extend a special “thank you” to my incredible community of dedicated followers on Instagram! You helped me come up with a number of the ideas and concepts that are found in this compendium. Your continued support of @assassin_NPC on instagram is valued, recognized, and highly appreciated. So thank YOU!

My YouTube Community

I’m incredibly blessed by the recent development of my YouTube community! For those who watch my videos and support my channel, thank you so much! Your thoughts and comments on my videos mean so much to me, and I read each and every single one of them.

My Inspiration

Finally, I want to thank God because he gave me the idea to start my Instagram account, to post these silly roll tables, and to branch out into compendiums and YouTube for you. All my greatest ideas have come from him. He truly is the best.

Thank you for reading this! Before you go, I just wanted to say that you matter, you are more valuable than you know, and your life has a purpose far greater than you can see today. Revelation is coming.

THERE IS MORE
TASTE AND SEE

PATREON | ASSASSIN
NPC

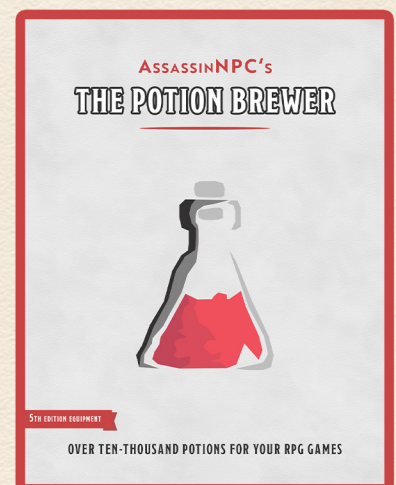
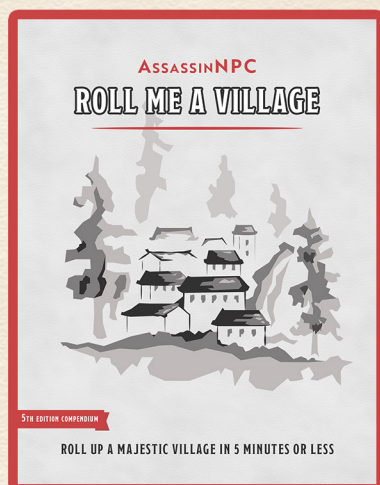
**I WANT
TO MAKE YOU
LOOK GOOD.**

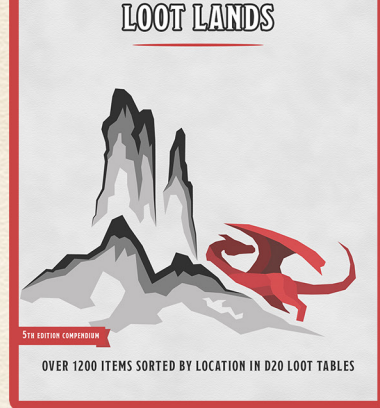


THERE IS MORE
TASTE AND SEE

PATREON | ASSASSIN
NPC

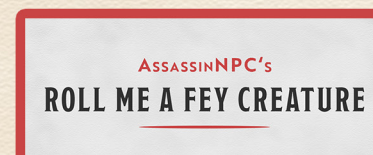
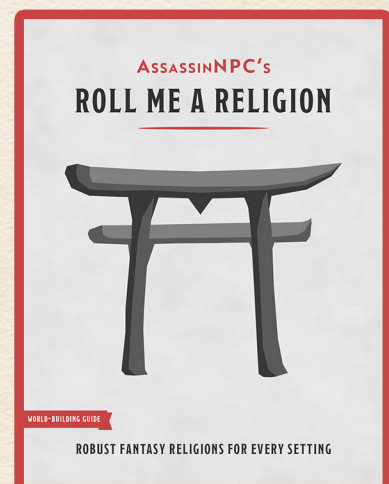
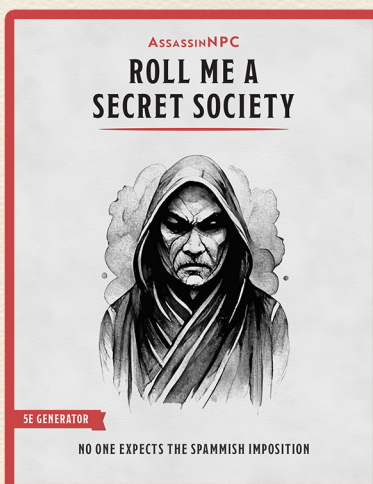
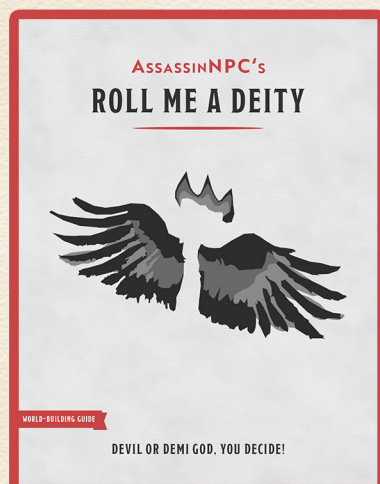
I DO THIS BY GIVING YOU INFINITE CONTENT YOUR PLAYERS WILL LOVE.





FREELY CREATE WITH MY 30+ BOOKS.

www.assassinnpc.com



ASSASSINNPC ACCESS EVERYTHING

CLICK HERE



Appendix

Fillable Template

Name: _____ Date: _____

1. Problem

2. Action(s)

3. Result (Complete epic story, include all actions)

4. Today ----- Time: _____ Tradition Keepers:_____

Activity Sentence:

5. Power (and reason)

6. Sayer Description

7. Motive (for sayer)

Notice of Open Game Content

This document contains Open Game Content. Open Game Content may only be used under and in terms of this License.

Designation of Open Game Content

Materials being used that are Open Game Content may include certain creatures, terminology, colloquial language, and certain items.

License

This material is being released under the Open Gaming License. OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Open Game License Version 1.0A

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You

indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. *ROLL ME A VILLAGE*, © 2021 Assassin NPC
END OF LICENSE

YOU'RE A LEGEND.